

Figure 1: Player/Game Architecture

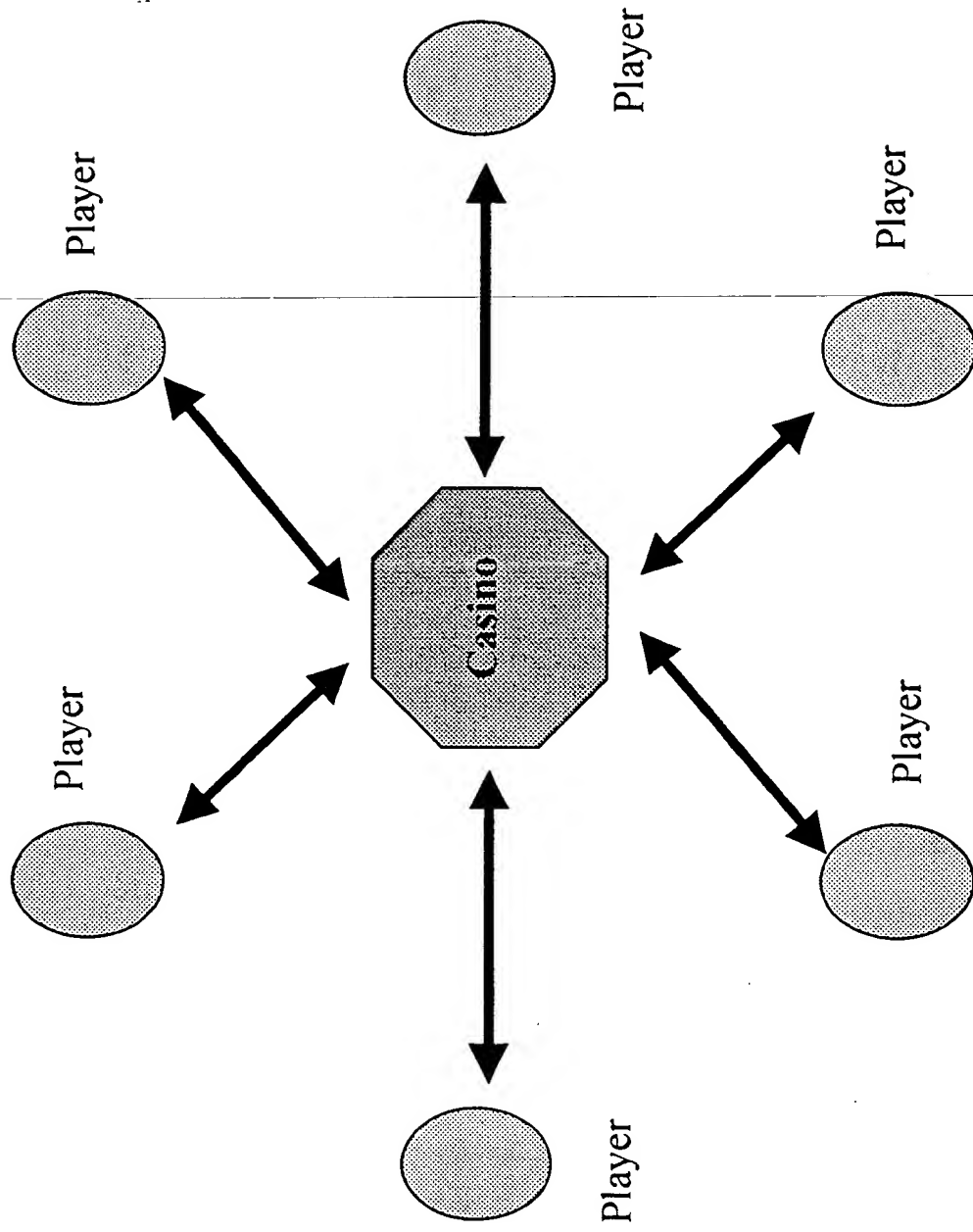


Figure 2: Player/Host Casino Middleware Architecture

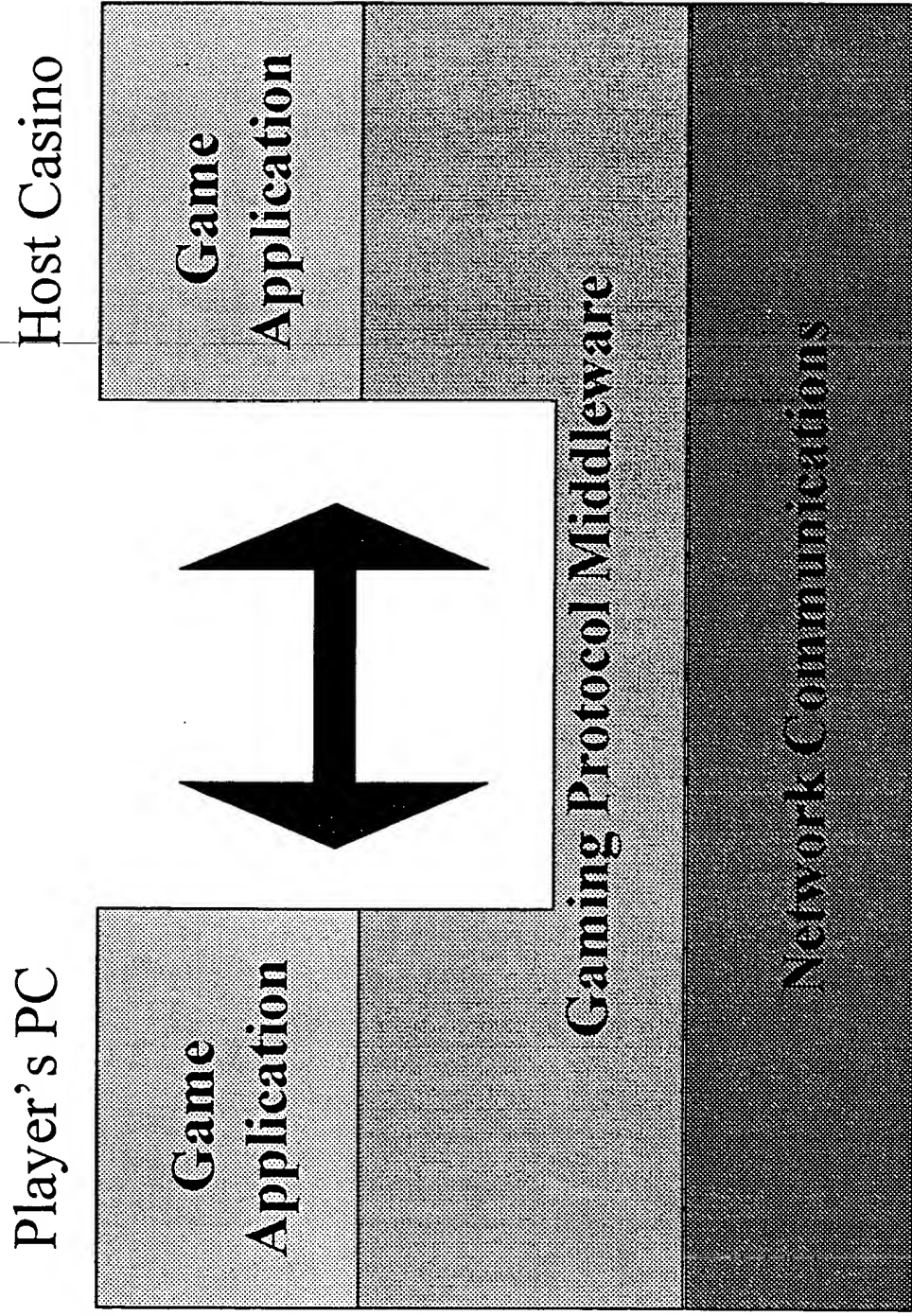


Figure 3: Generic Physical Architecture

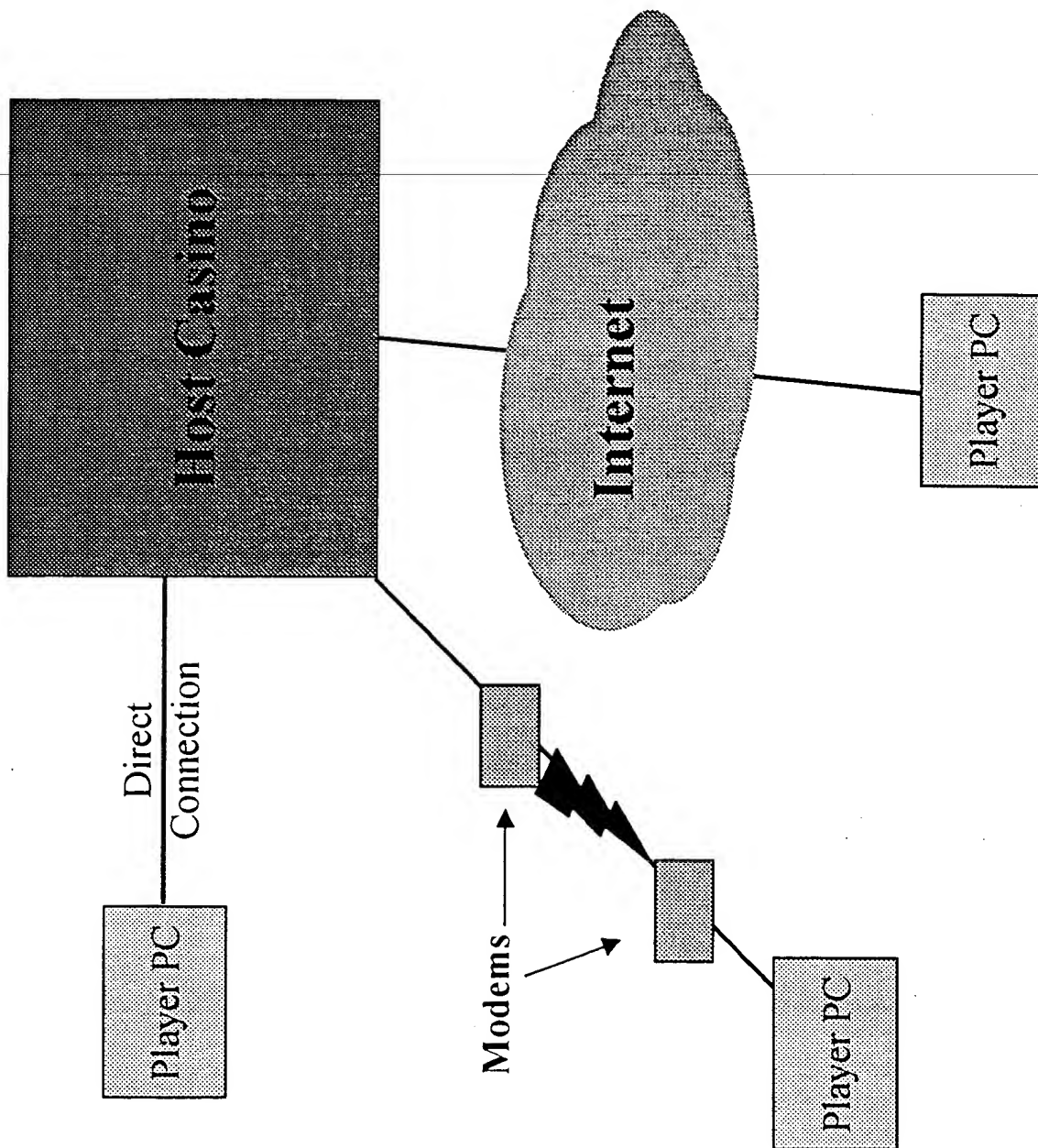


Figure 4: Host Casino Functional Architecture

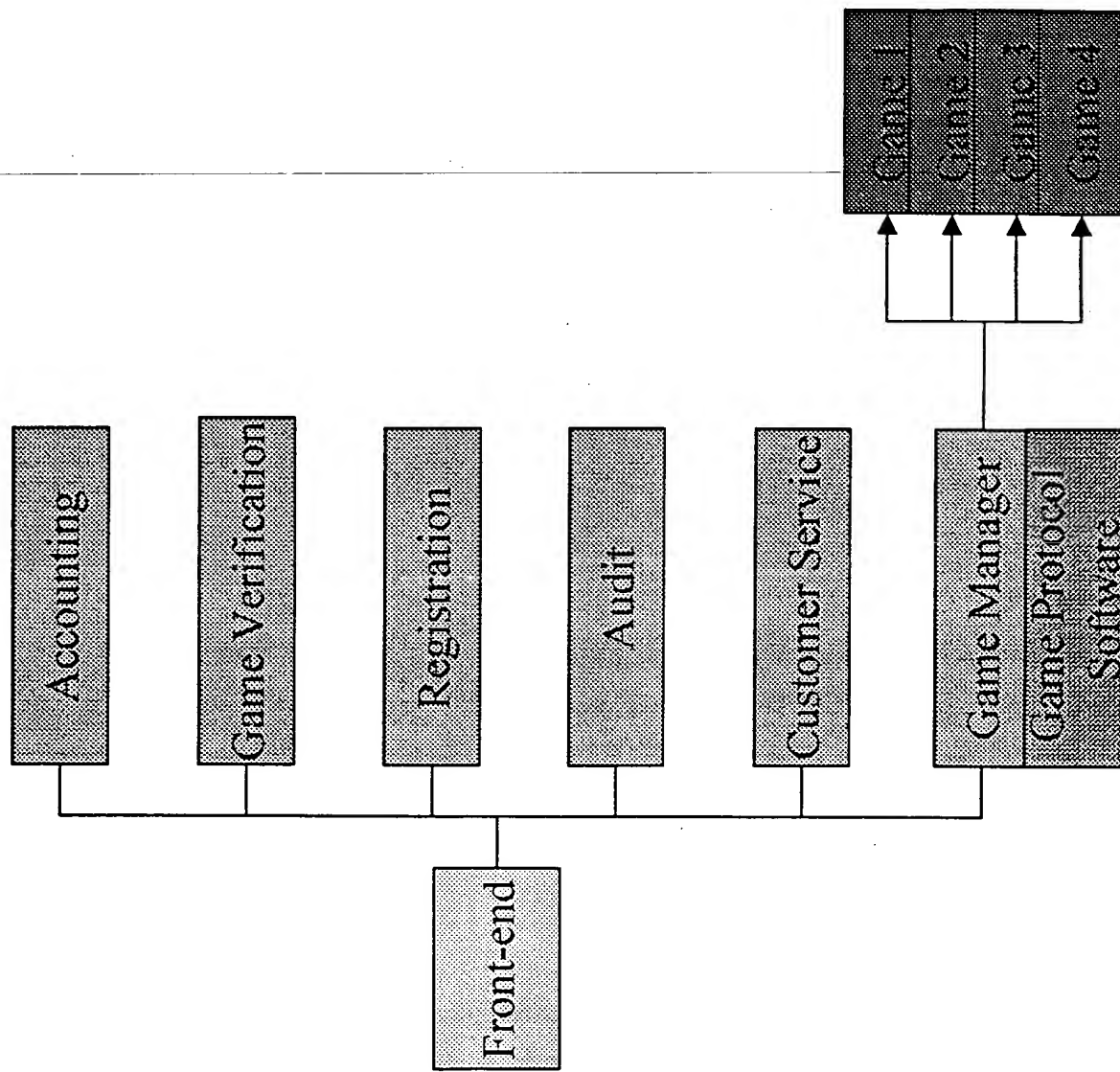


Figure 5: Host Casino Physical Architecture

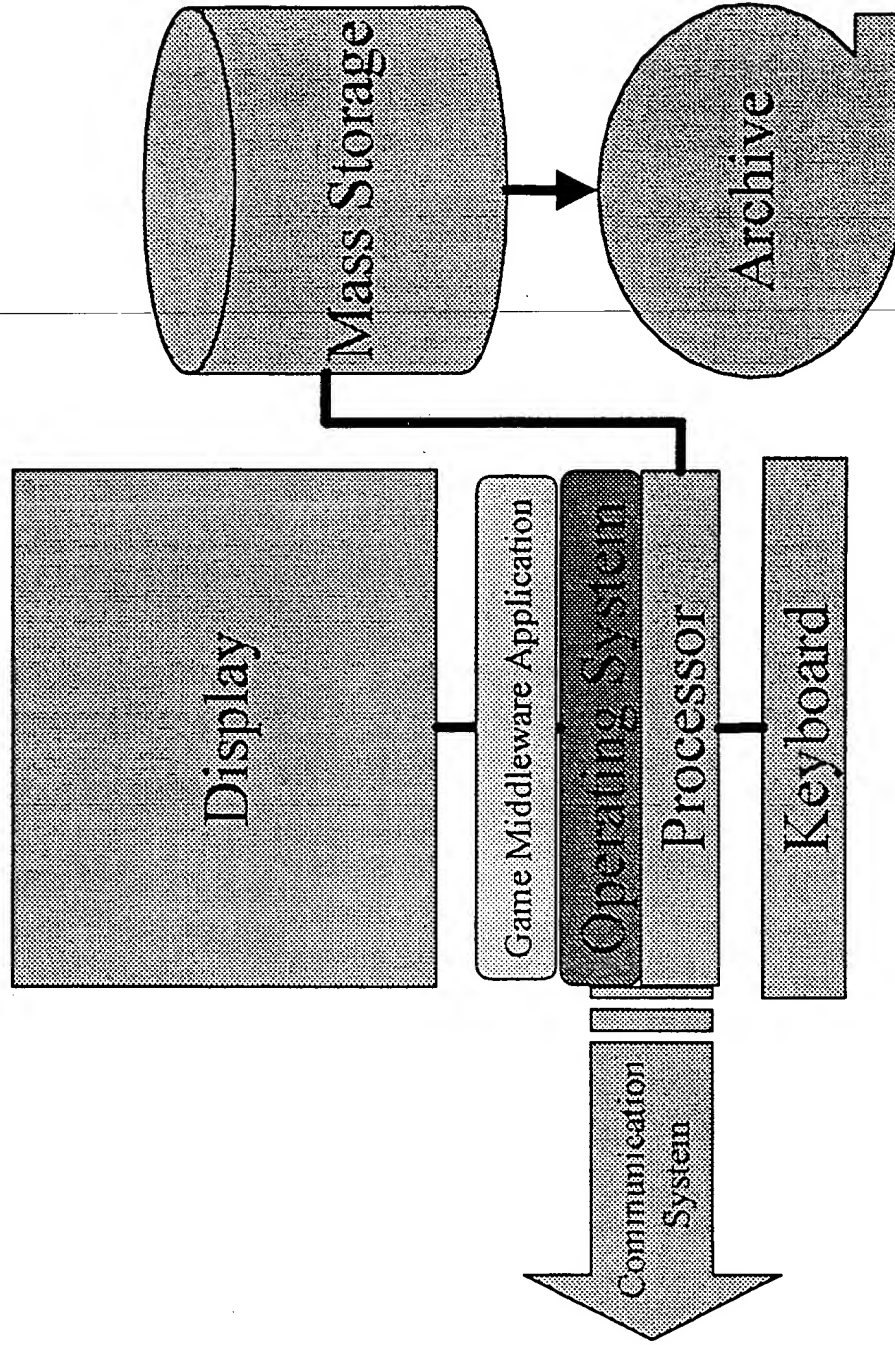


Figure 6: Player System Functional Architecture

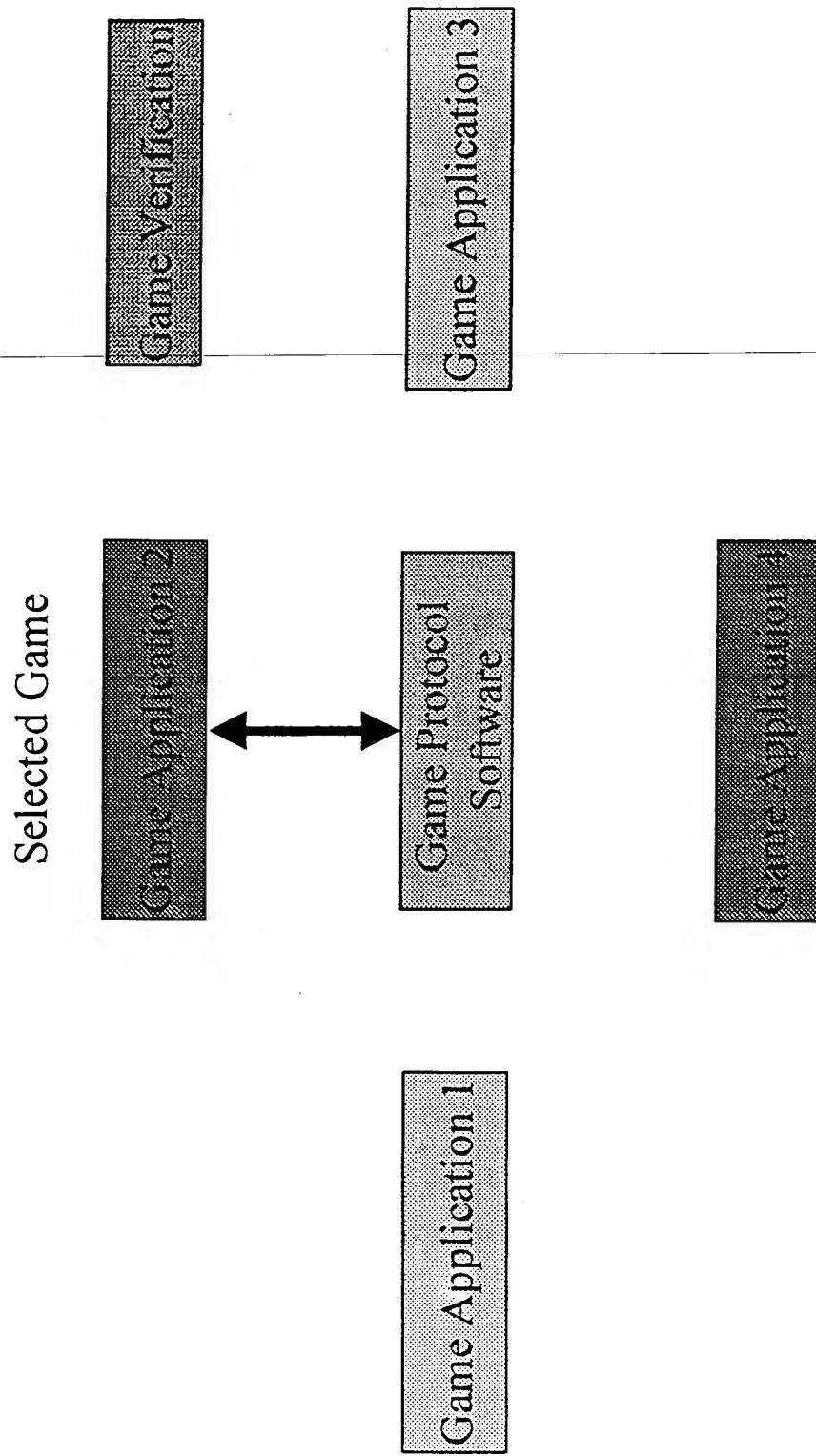


Figure 7: Player System Physical Architecture

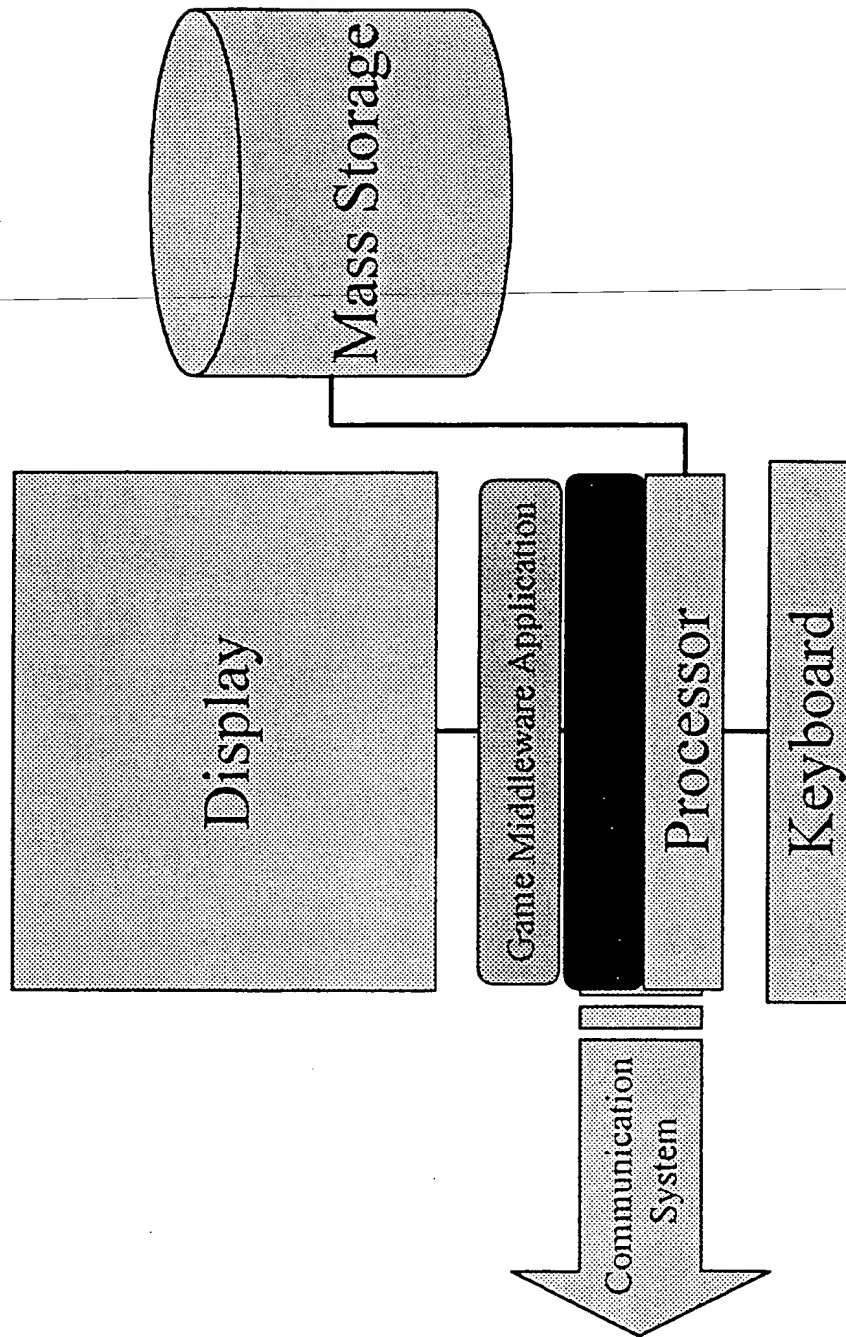


Figure 8: Top-Level Process Relationships

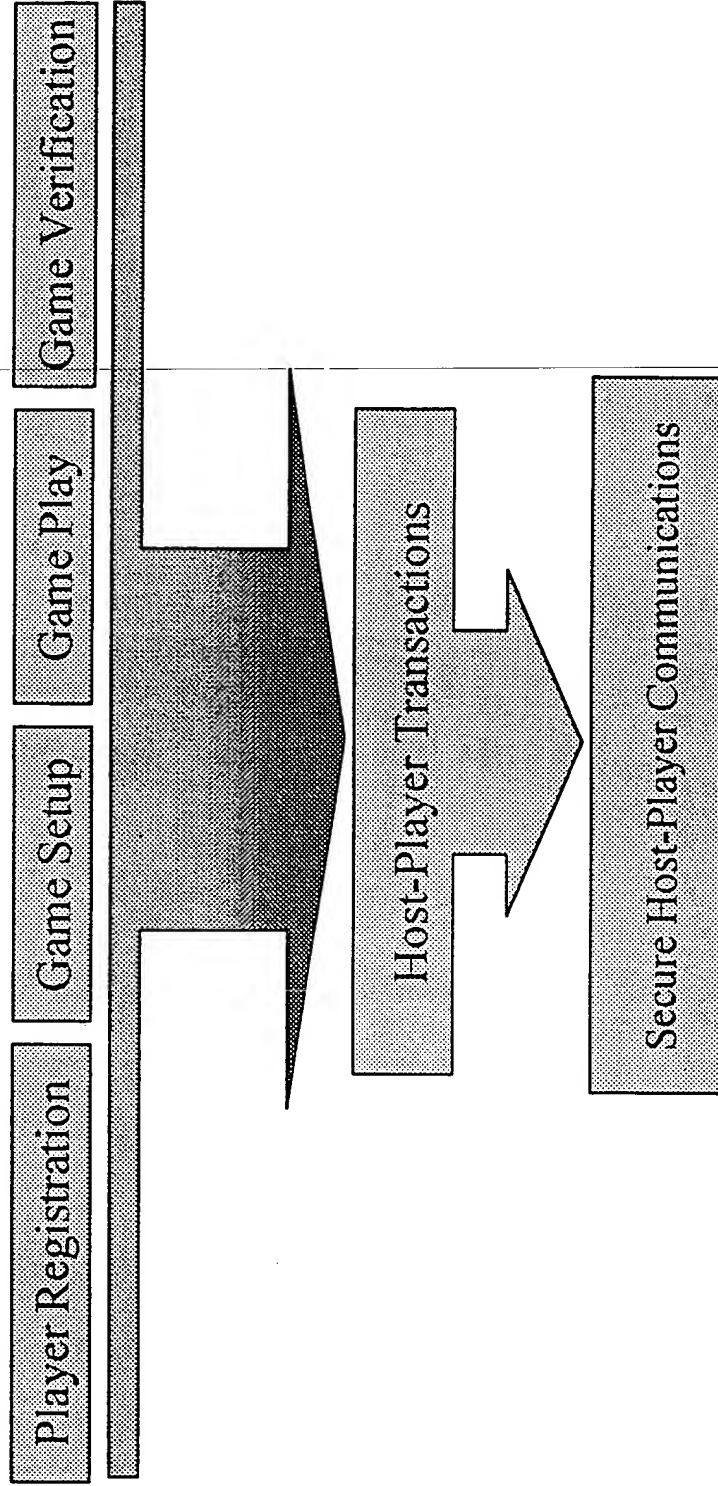


Figure 9: Top-Level Process Relationships

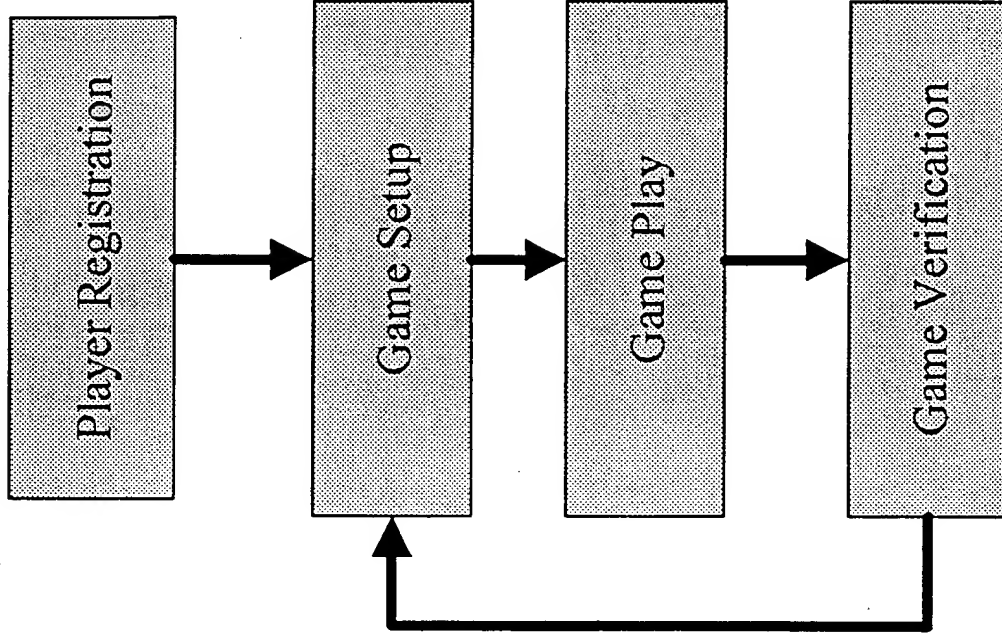


Figure 10: Key



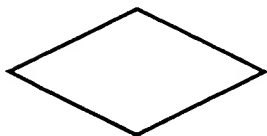
Process Step within a component



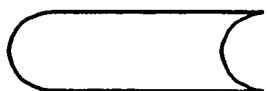
Communication from the Player to Host (Registration and Game Processes) or from Sender to Receiver (Transaction and Communication Processes). In the Registration and Game Processes, these steps use the Transaction Process. In the Transaction Process, these steps use the Communication Process.



Communication from the Host to Player (Registration and Game Processes) or from Receiver to Sender (Transaction and Communication Processes). In the Registration and Game Processes, these steps use the Transaction Process. In the Transaction Process, these steps use the Communication Process.



Decision Step



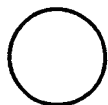
Storage Step



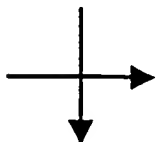
Terminator Step



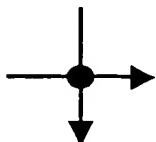
Link between Process Steps



Mapping to Remote Step



Non-joined Links



Joined Links

Figure 11: Player Registration Flow-Chart

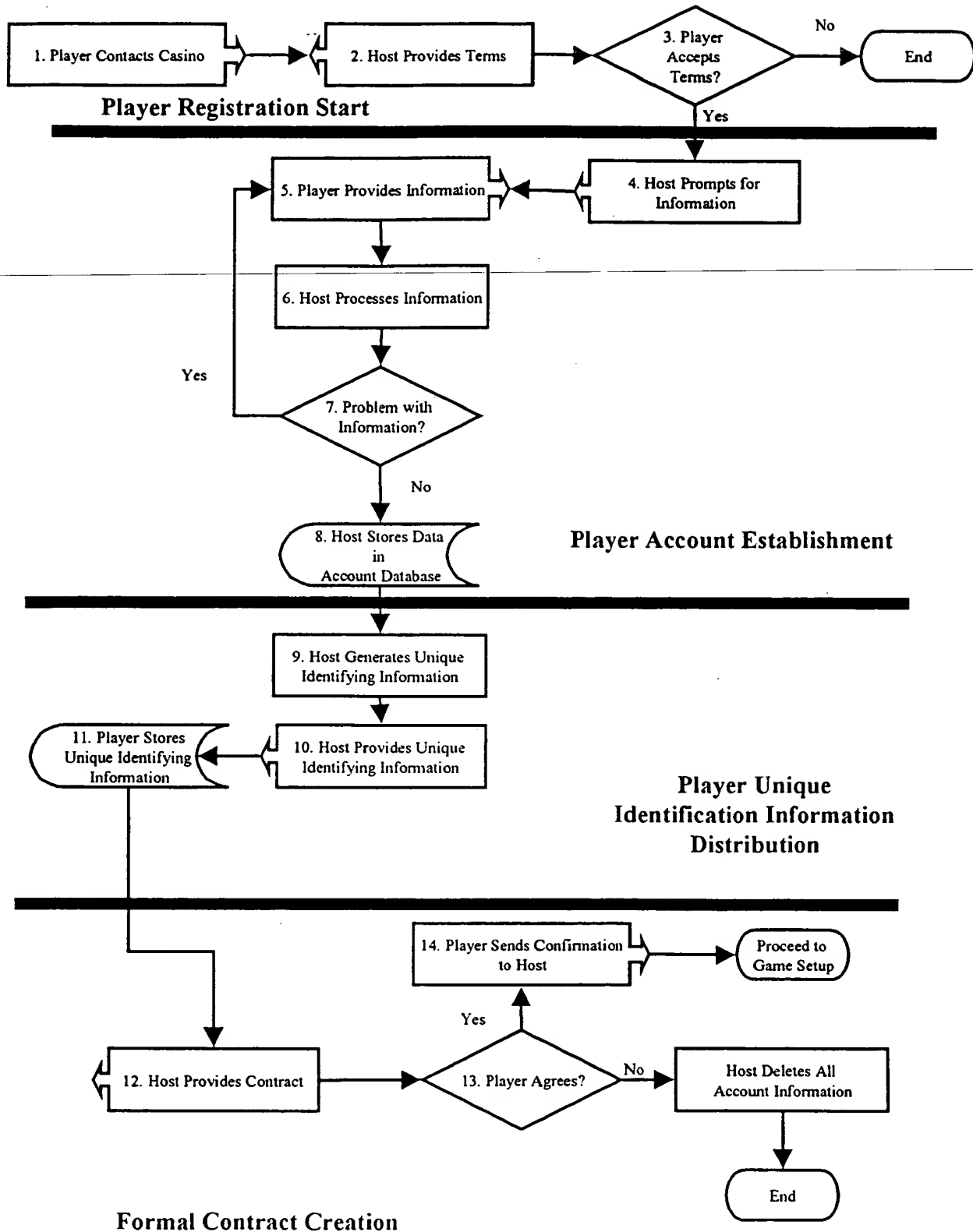


Figure 12: Game Setup Flow-Chart

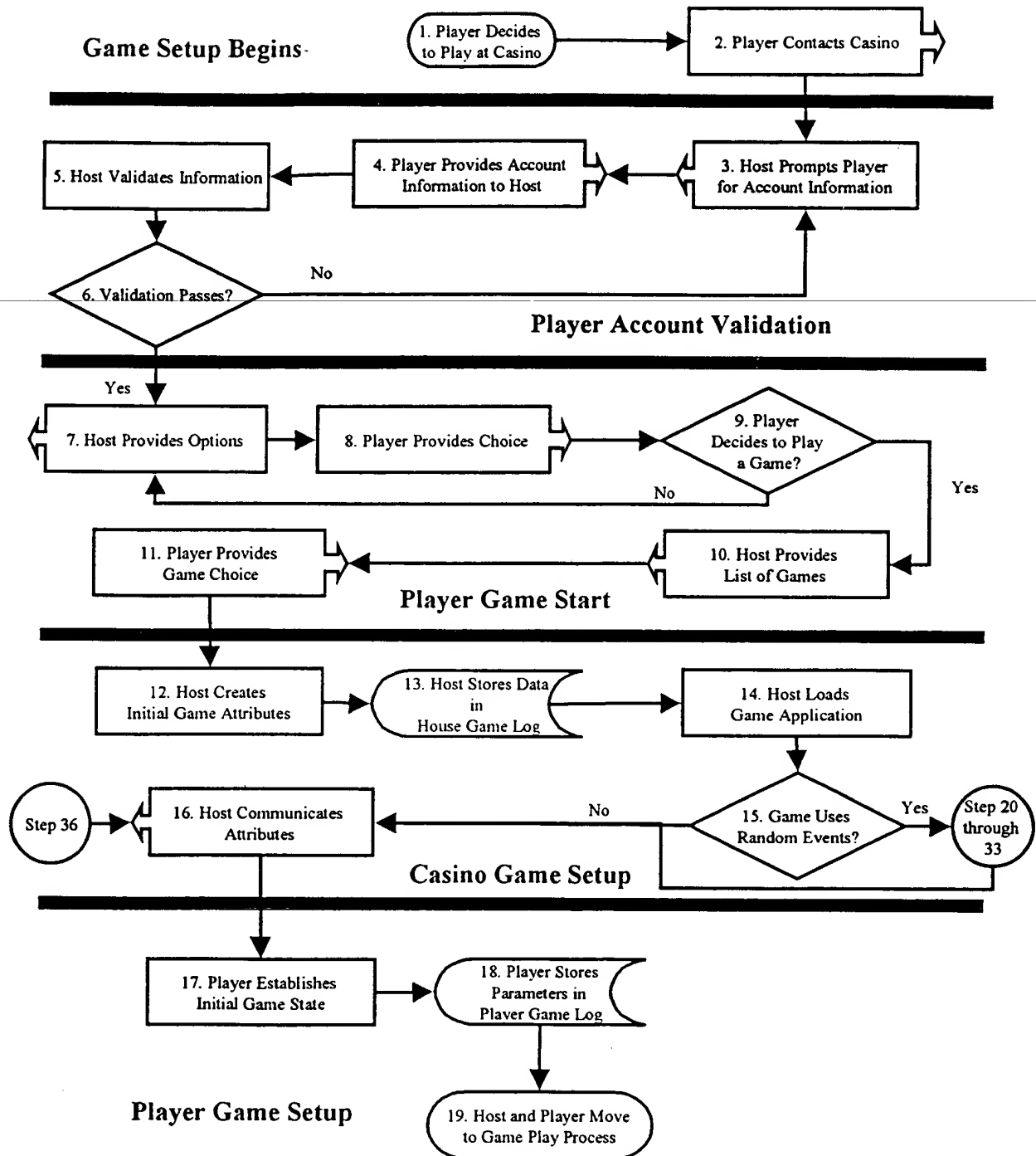
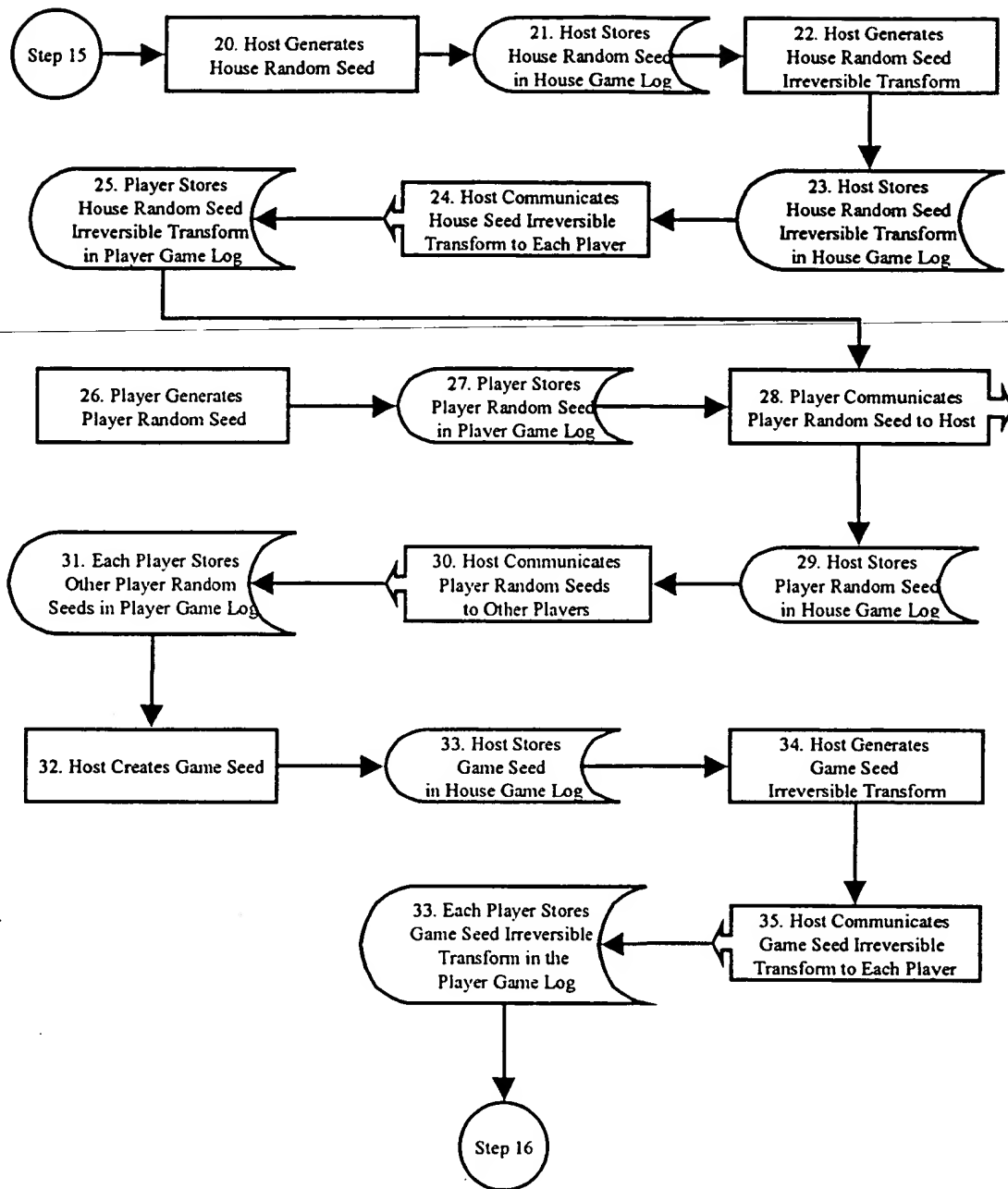


Figure 12: Game Setup Flow-Chart (cont'd)

Cooperative Game Seed Generation



37. Exception Processing

Exception Handling

Figure 13: Game Play Flow-Chart

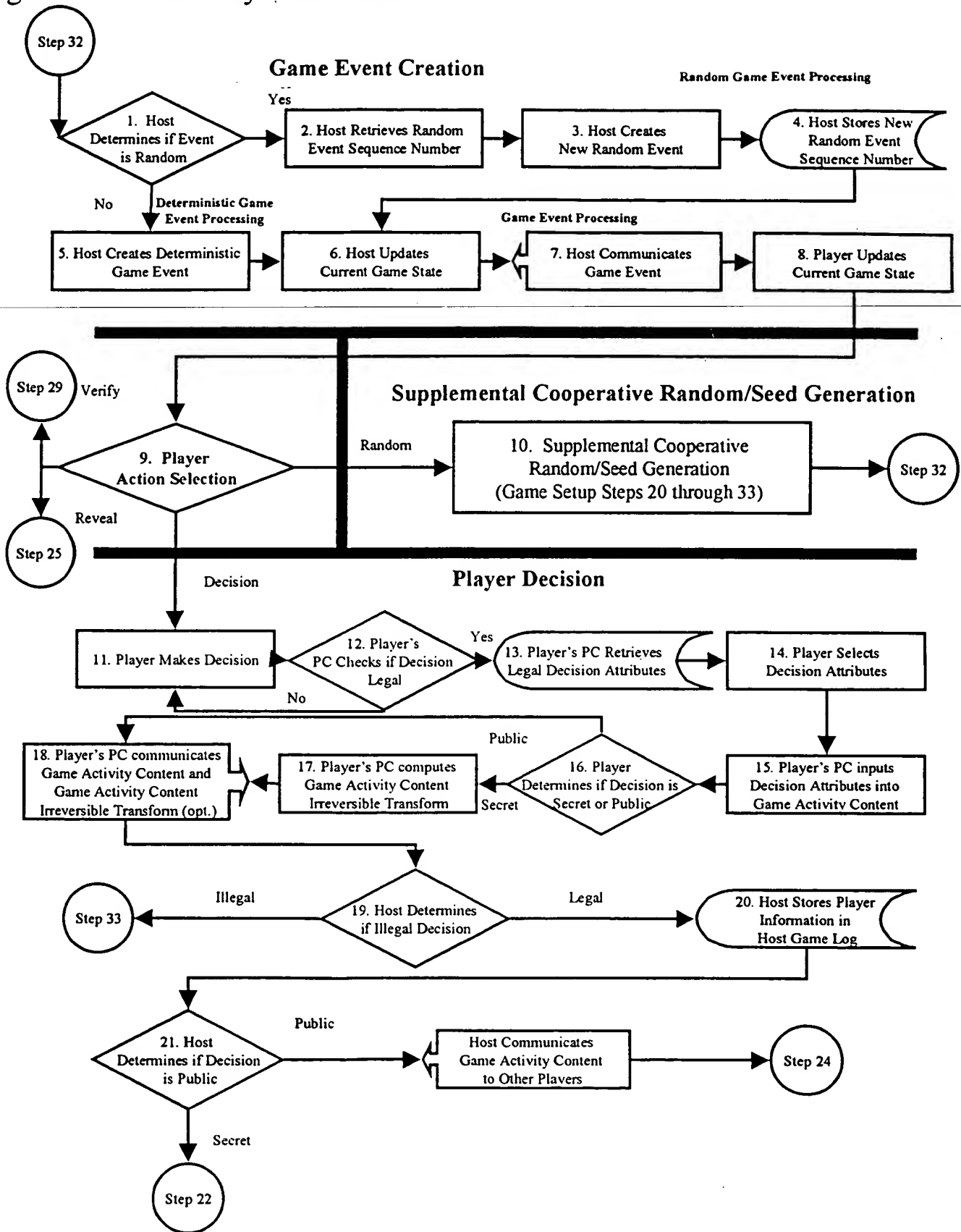


Figure 13: Game Play Flow-Chart (cont'd)

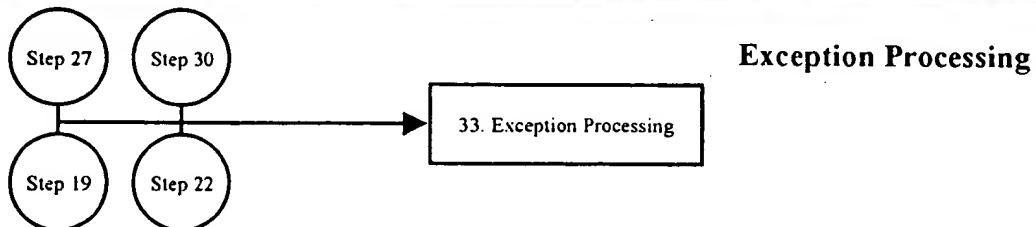
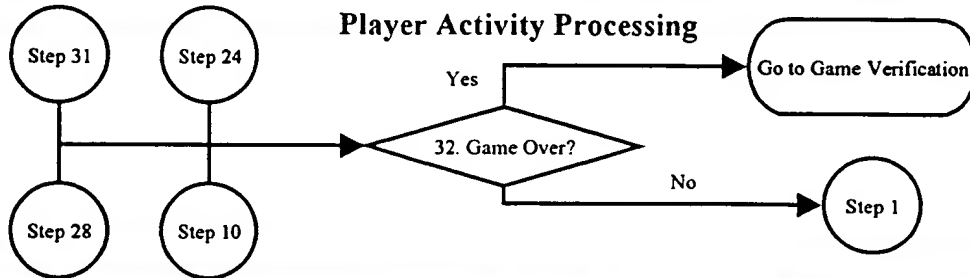
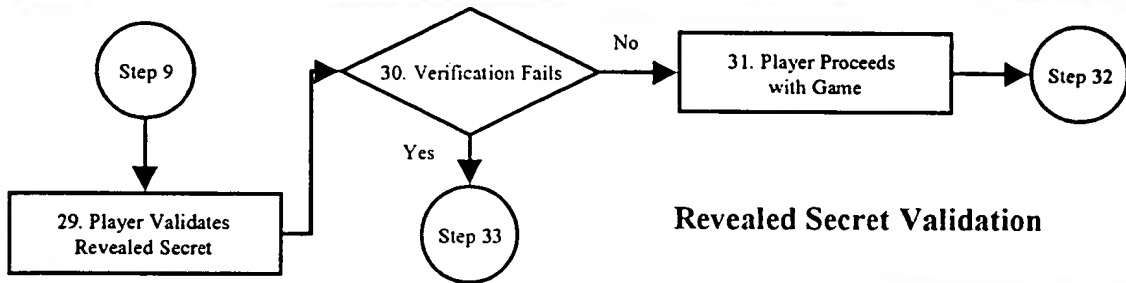
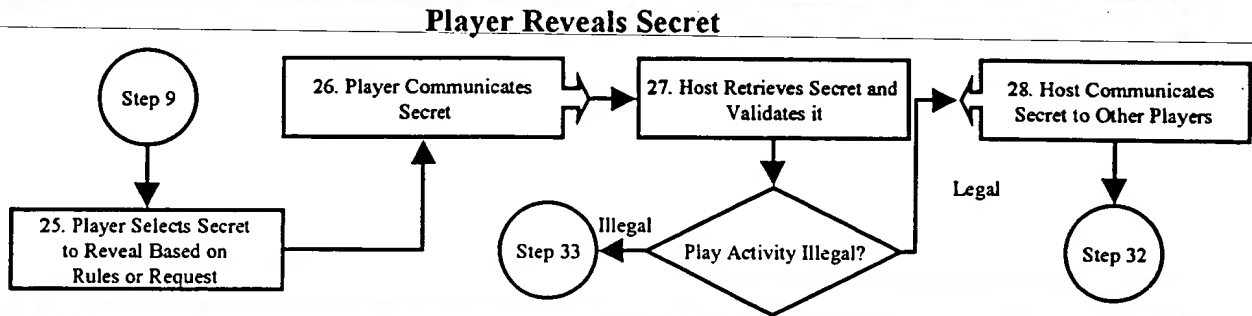
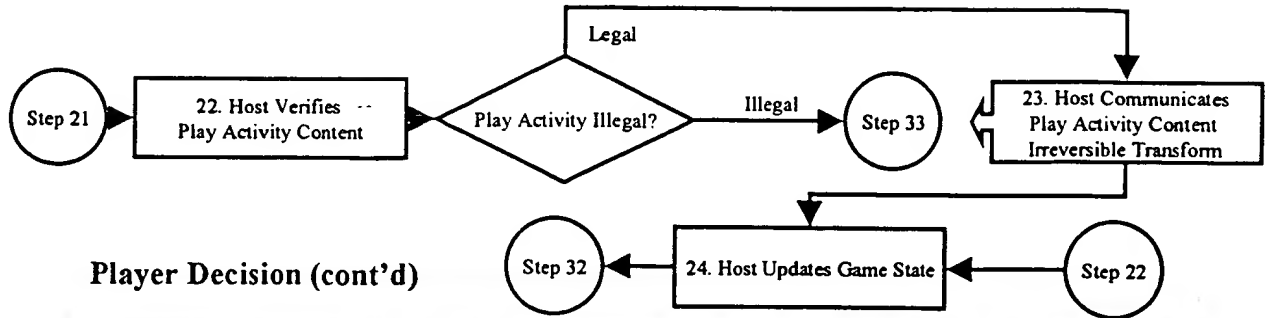


Figure 14: Game Verification Flow-Chart

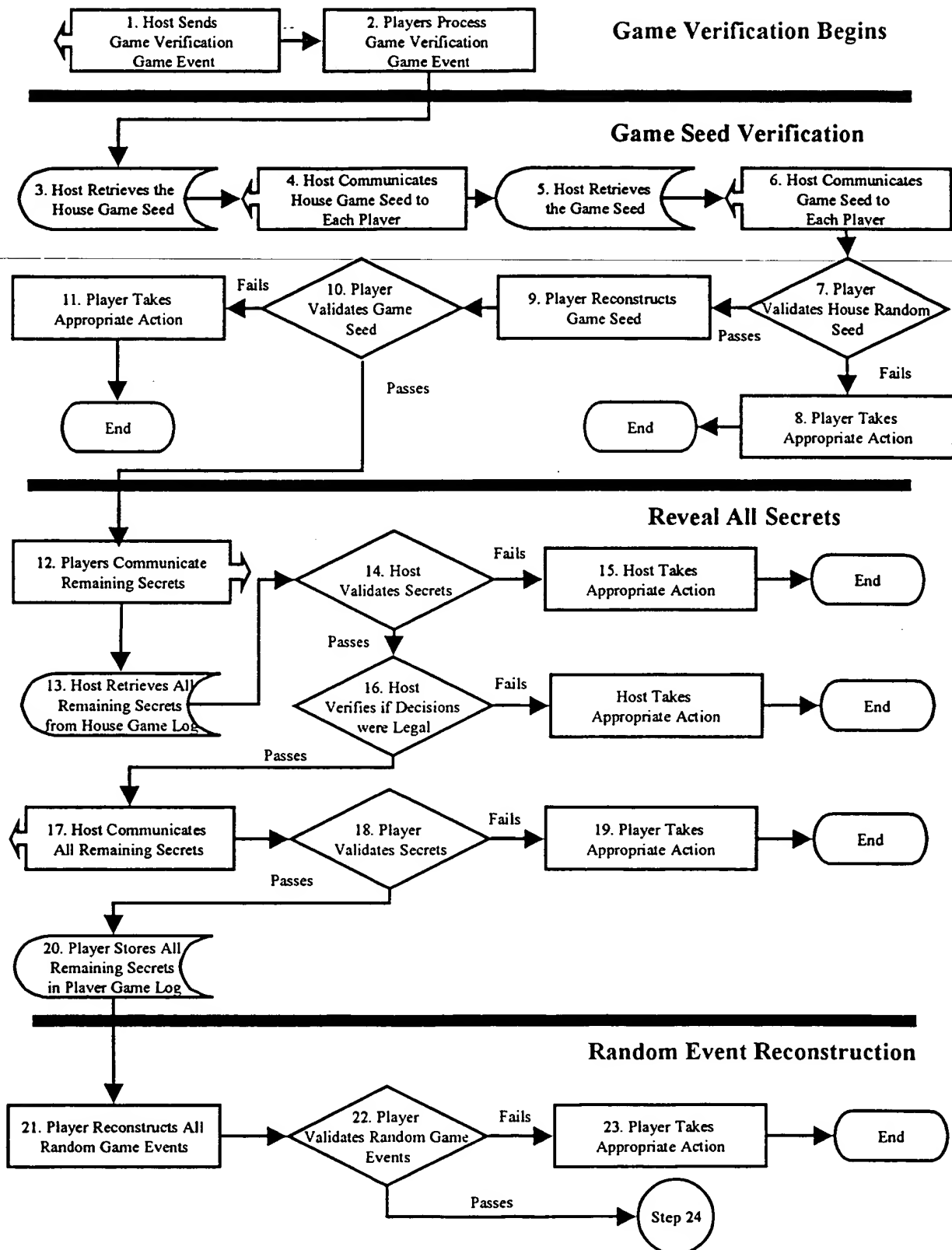


Figure 14: Game Verification Flow-Chart (cont'd)

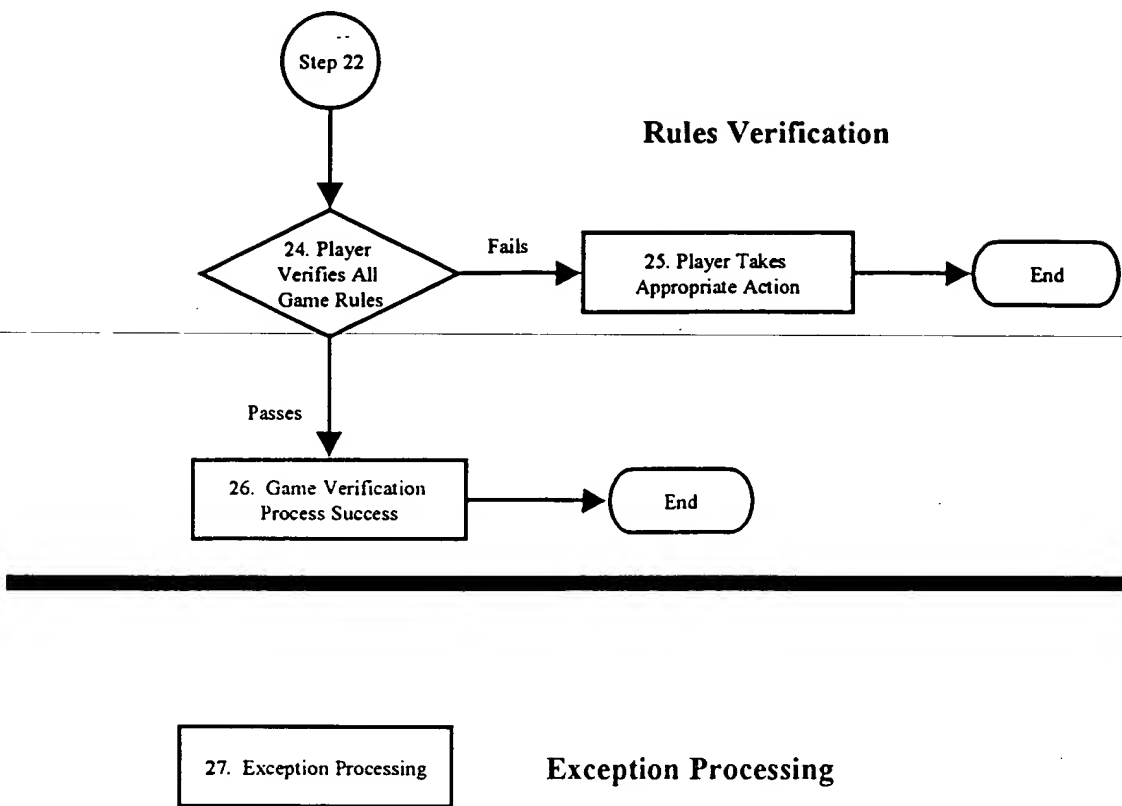
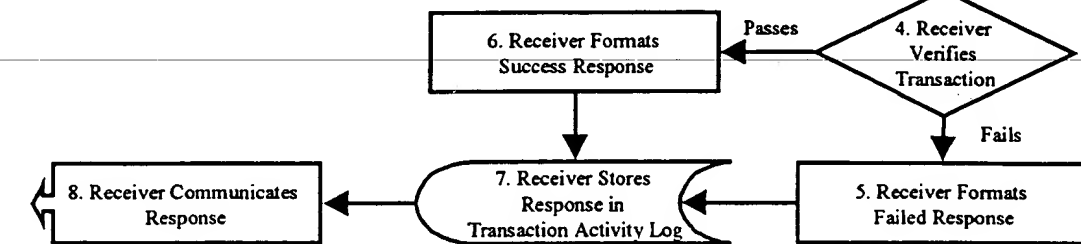


Figure 15: Host-Player Transaction Flow-Chart

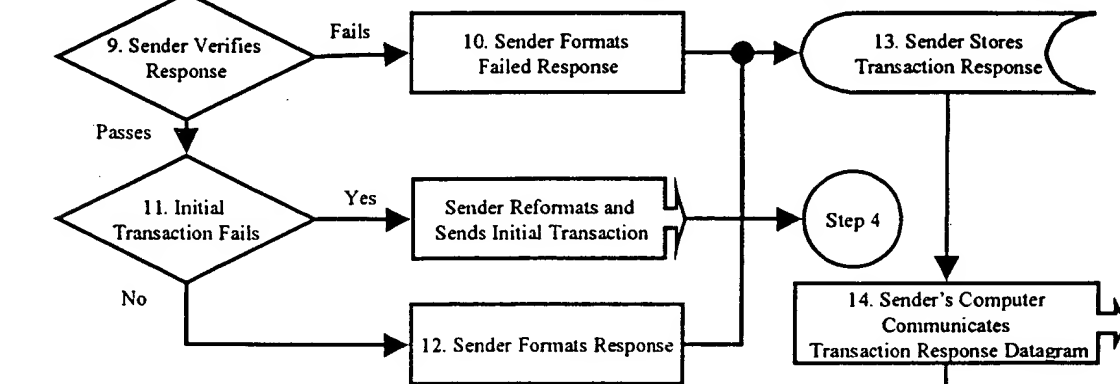
Transaction Creation



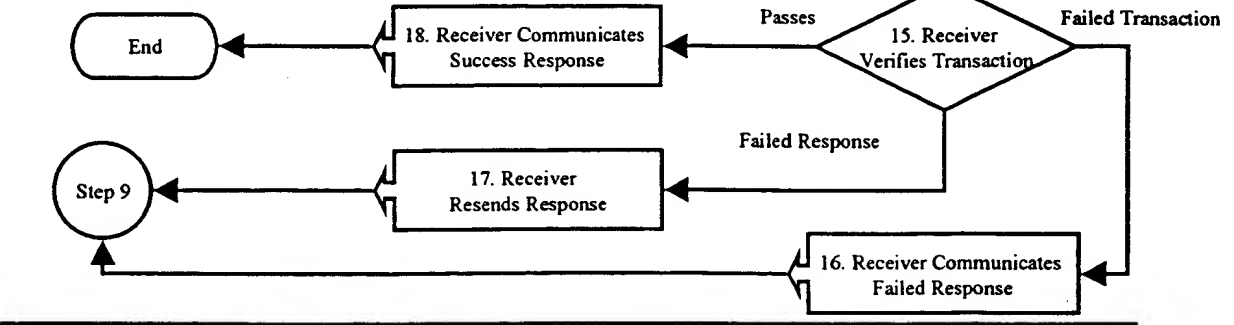
Transaction Confirmation & Acknowledgement



Transaction Acknowledgement Confirmation



Transaction Confirmation & Closure



Transaction Sequence Number Distribution

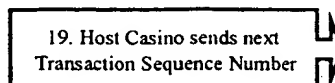
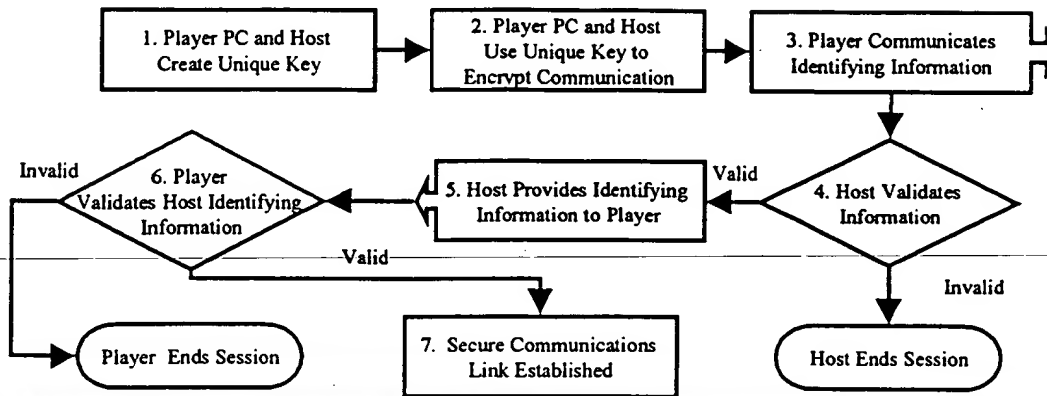
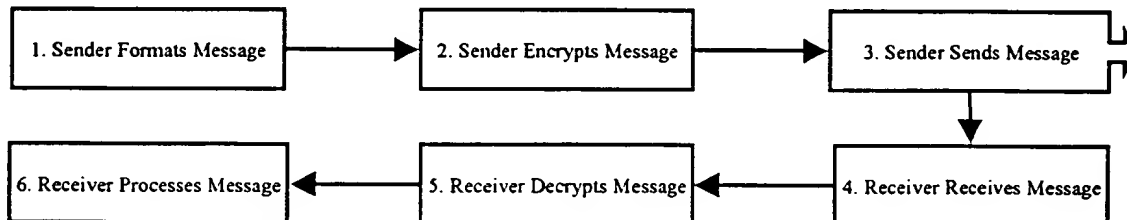


Figure 16: Secure Host-Player Communication Flow-Chart

At beginning of Session at the Casino



For Each Communication Between Player and Host Casino



Exception Processing

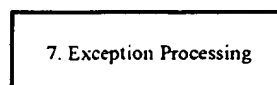


Figure 17. Protocols and Packets

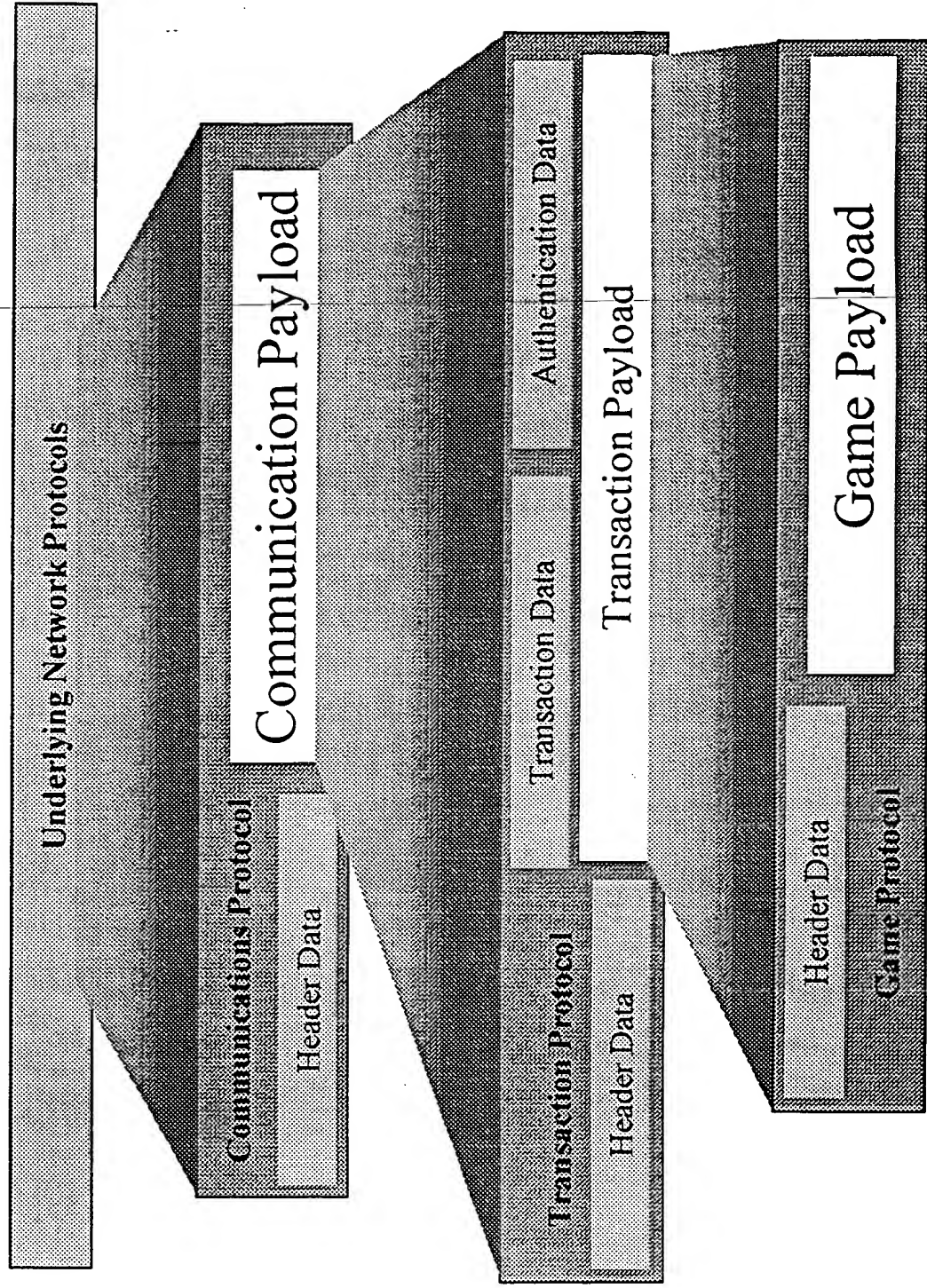


Figure 18. Generic Game Architecture

